

Fig.1

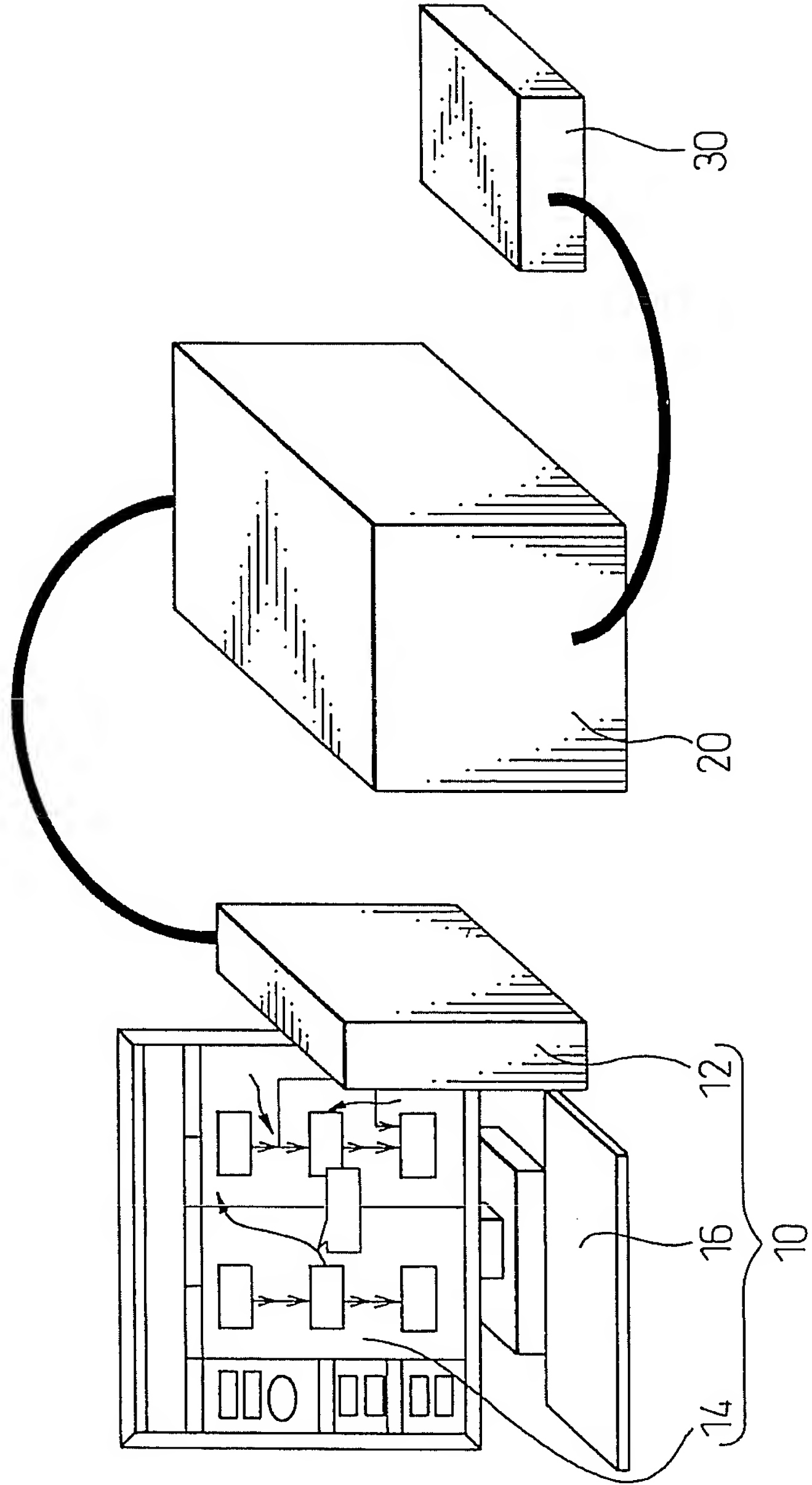


Fig.2

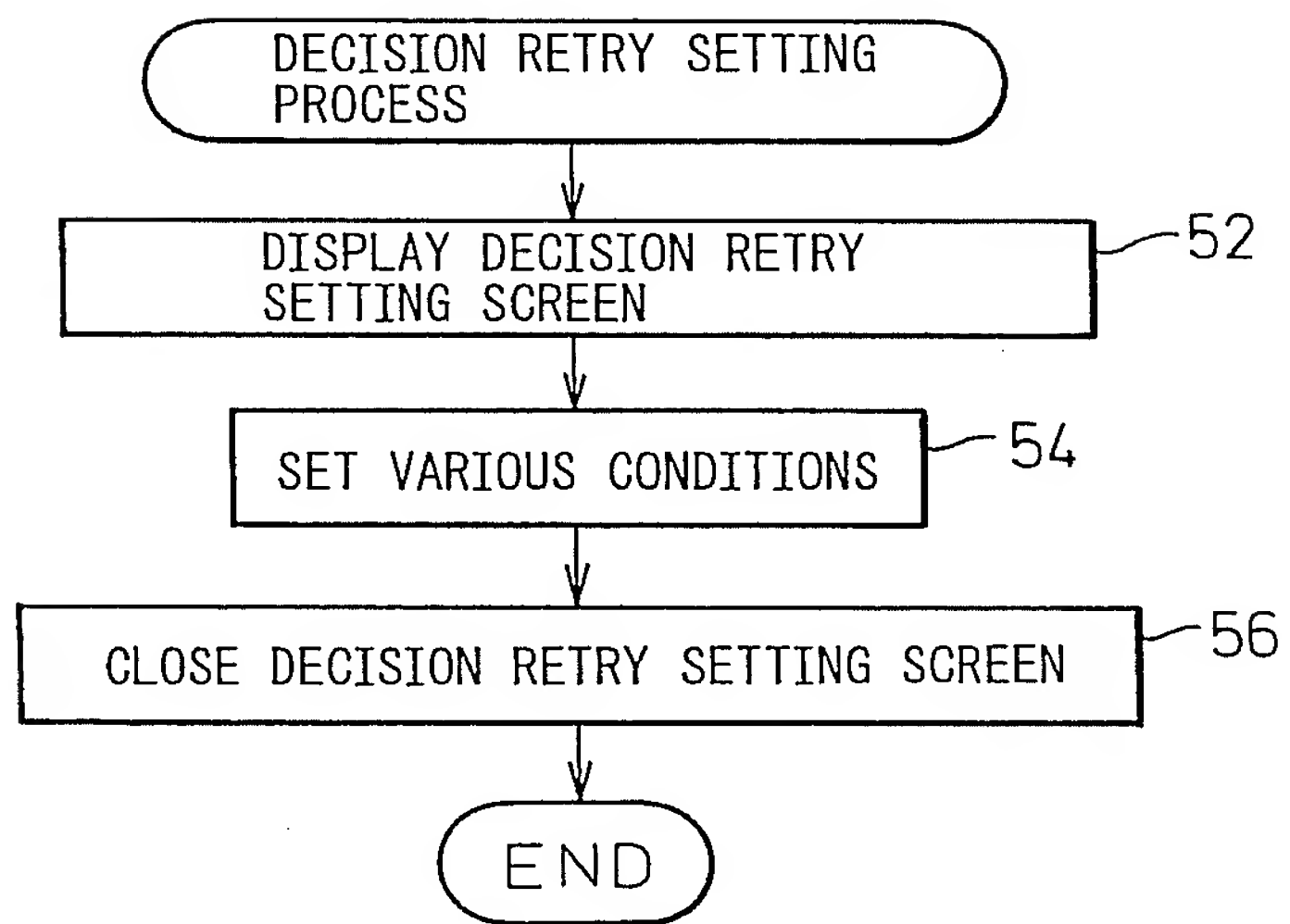


Fig. 3

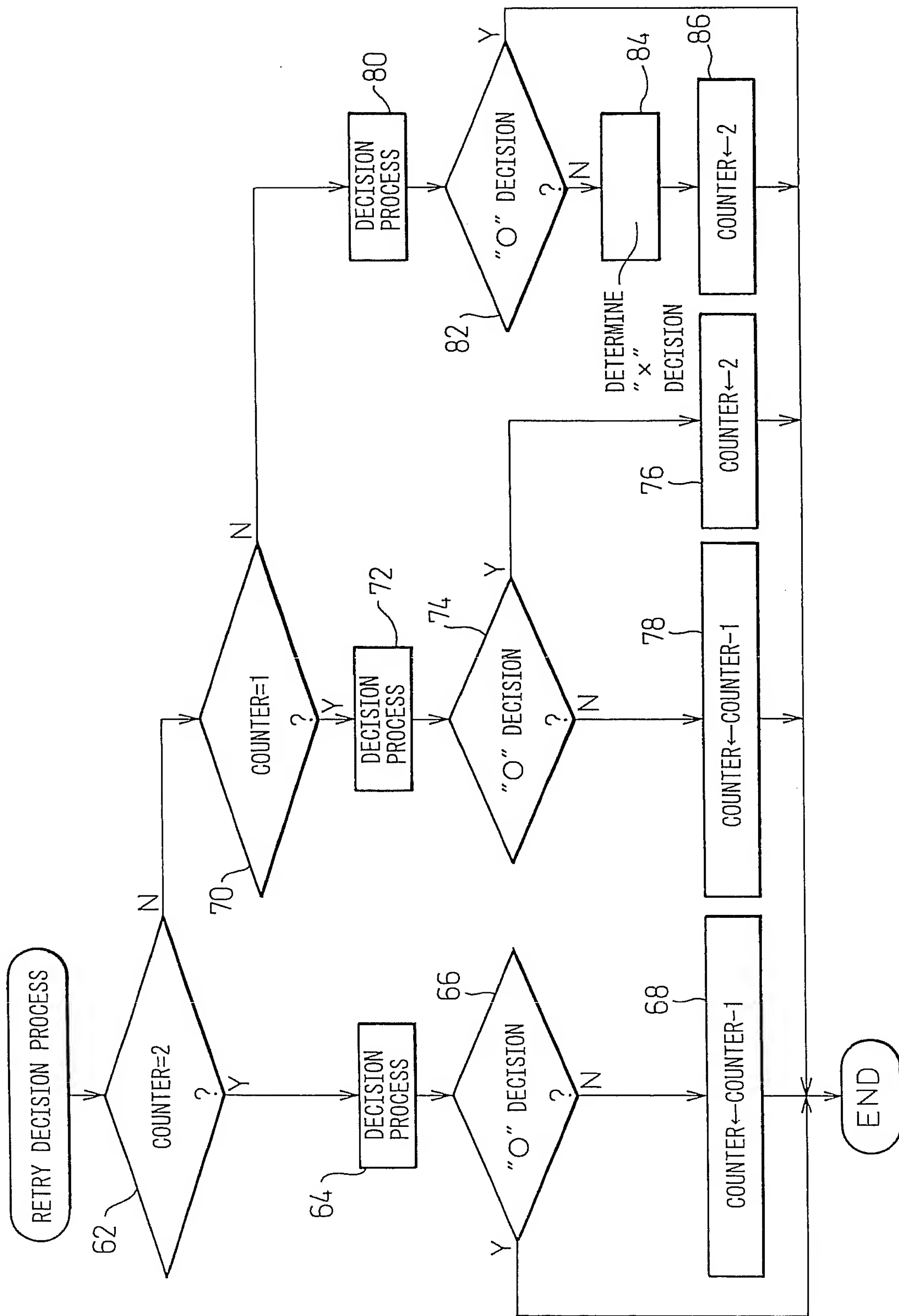


Fig.4

▼ USUAL DECISION PROCESS

⬇️ RETRY DECISION

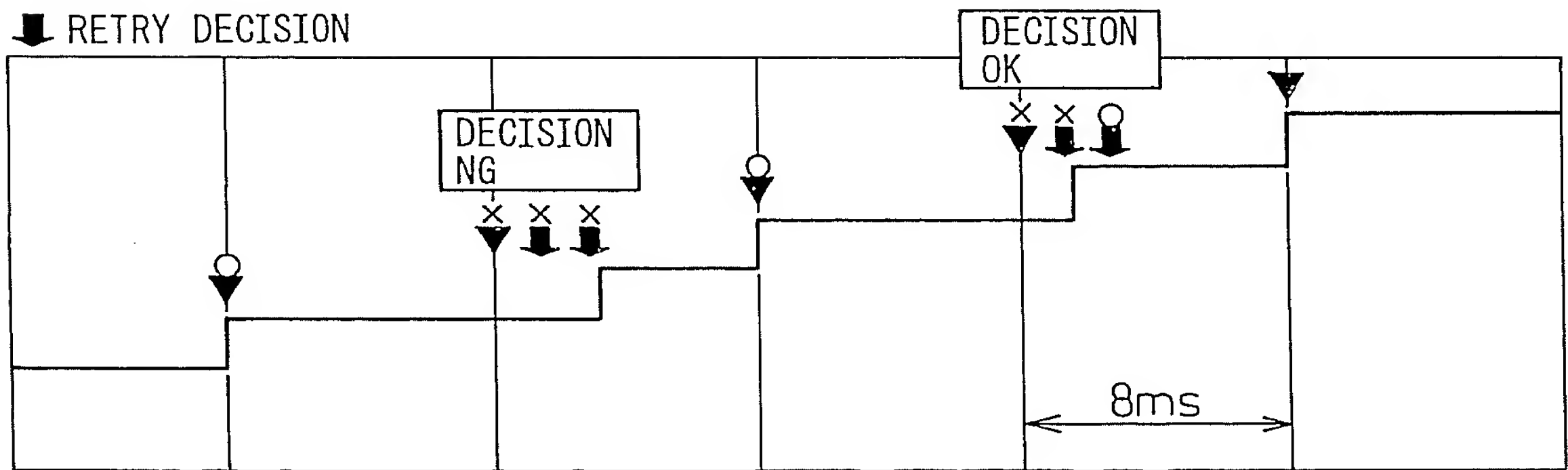


Fig.5A

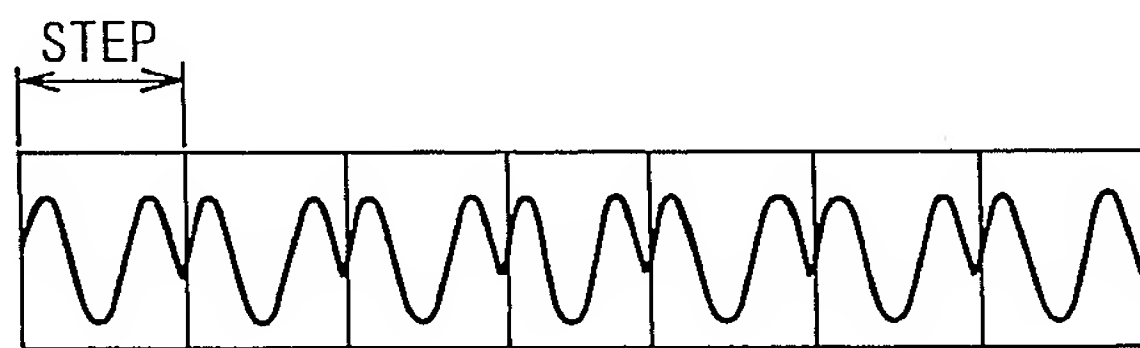


Fig.5B

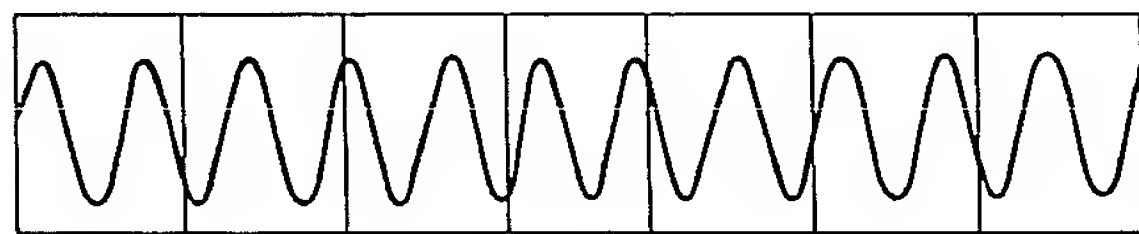


Fig.5C

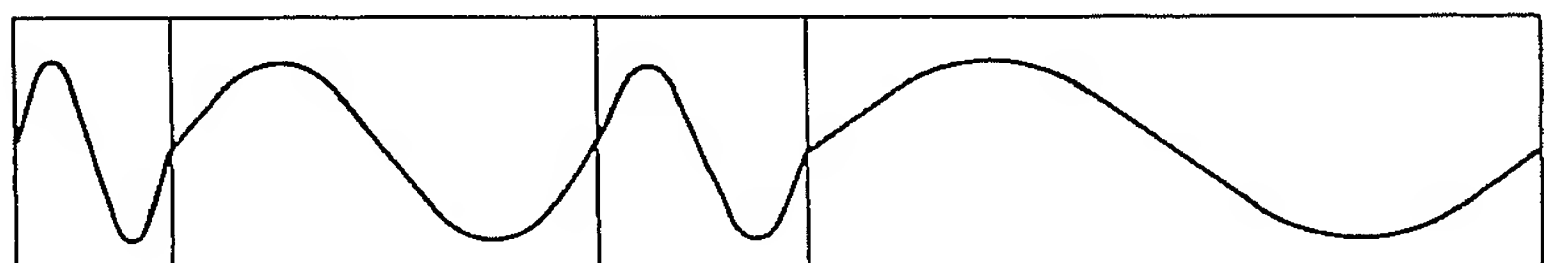


Fig.6

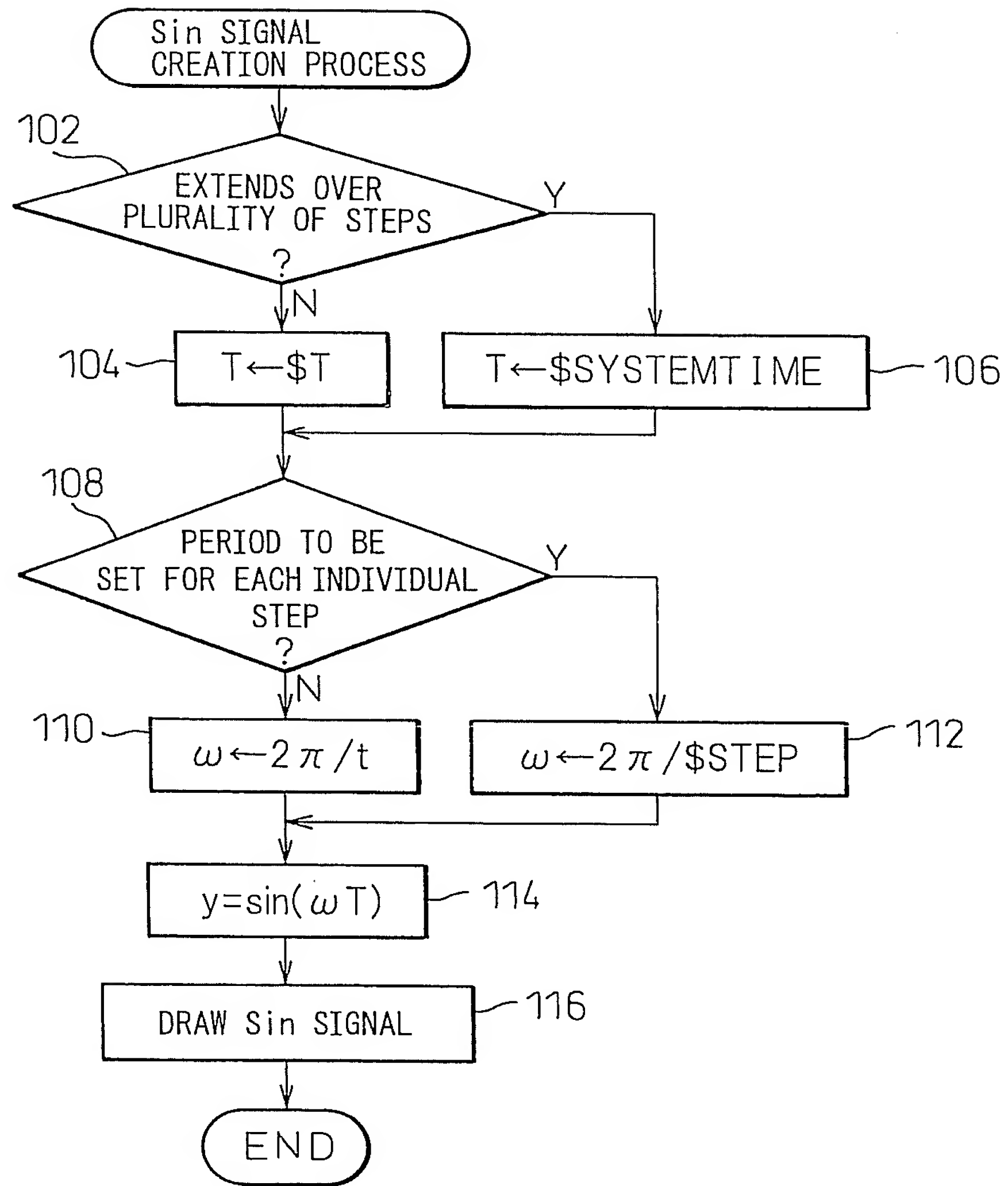


Fig.7

SIGNAL NAME	B
FUNCTION	A*36

Fig. 8

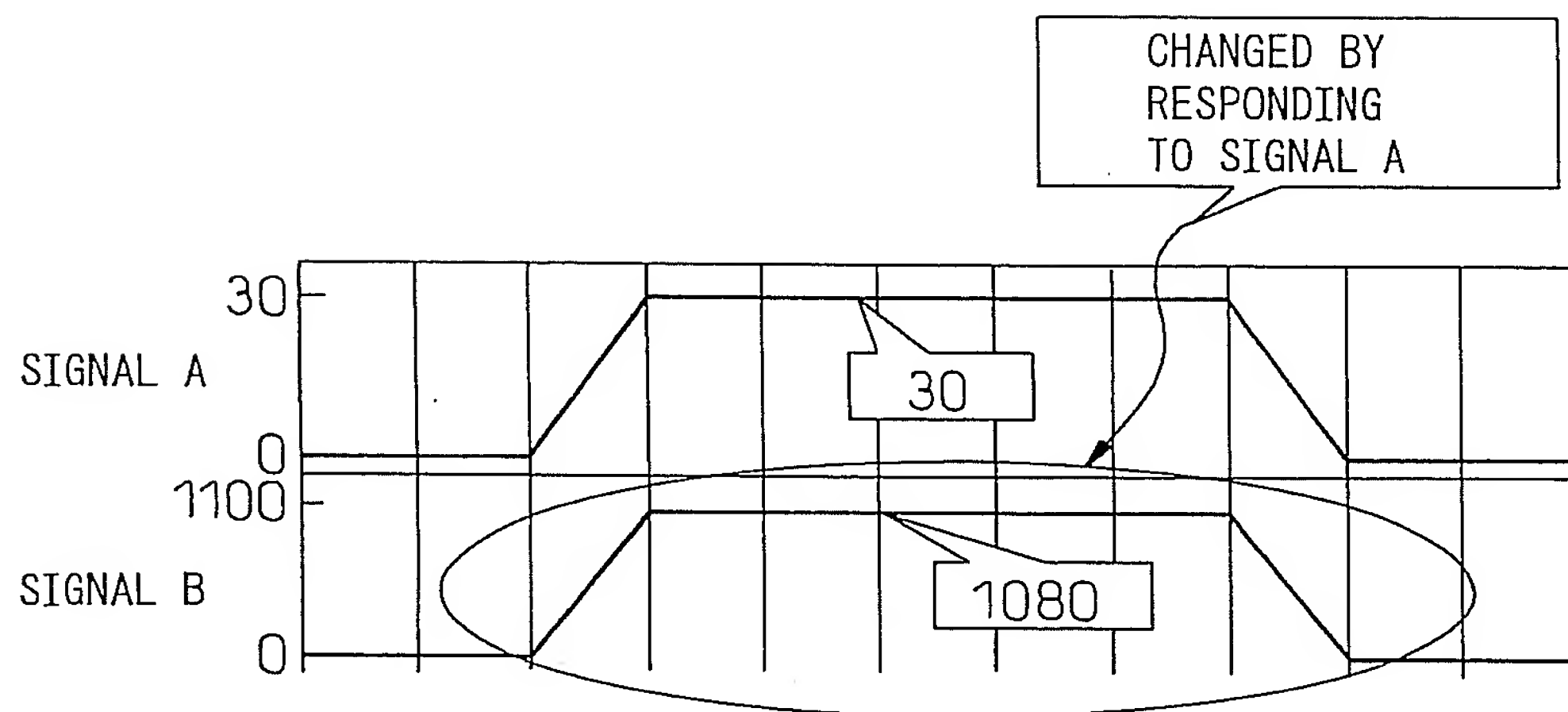


Fig. 9

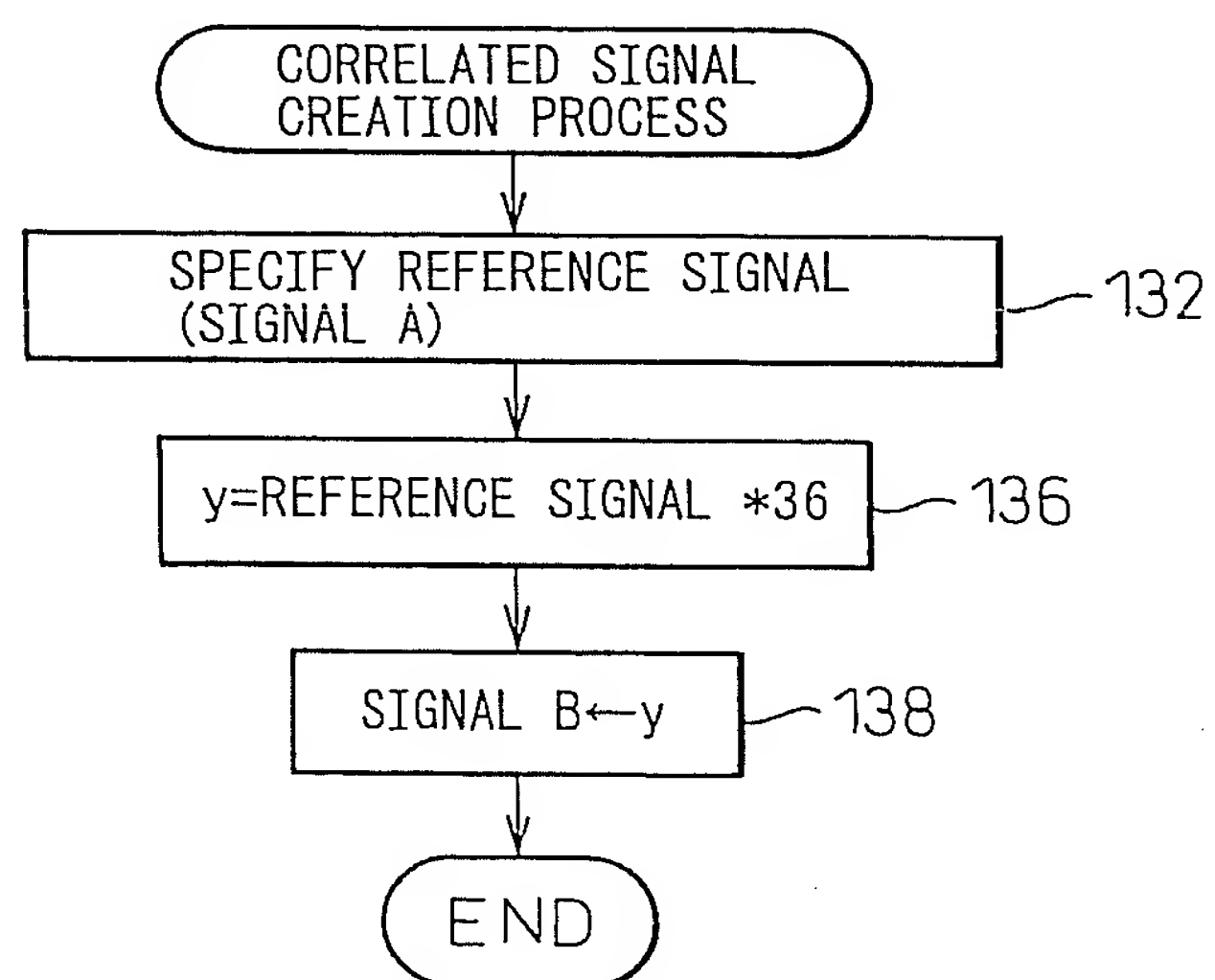


Fig.10

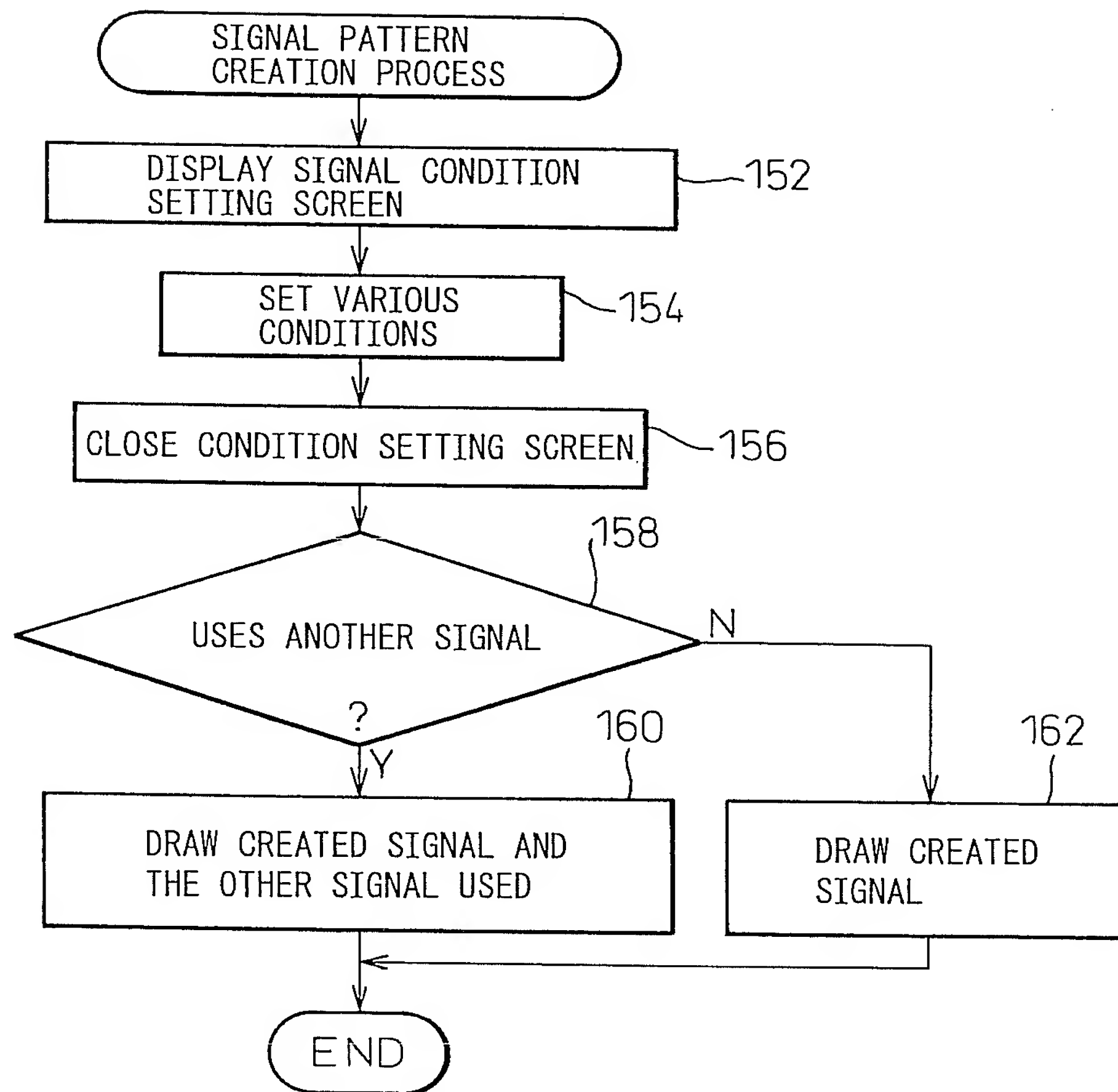


Fig.11

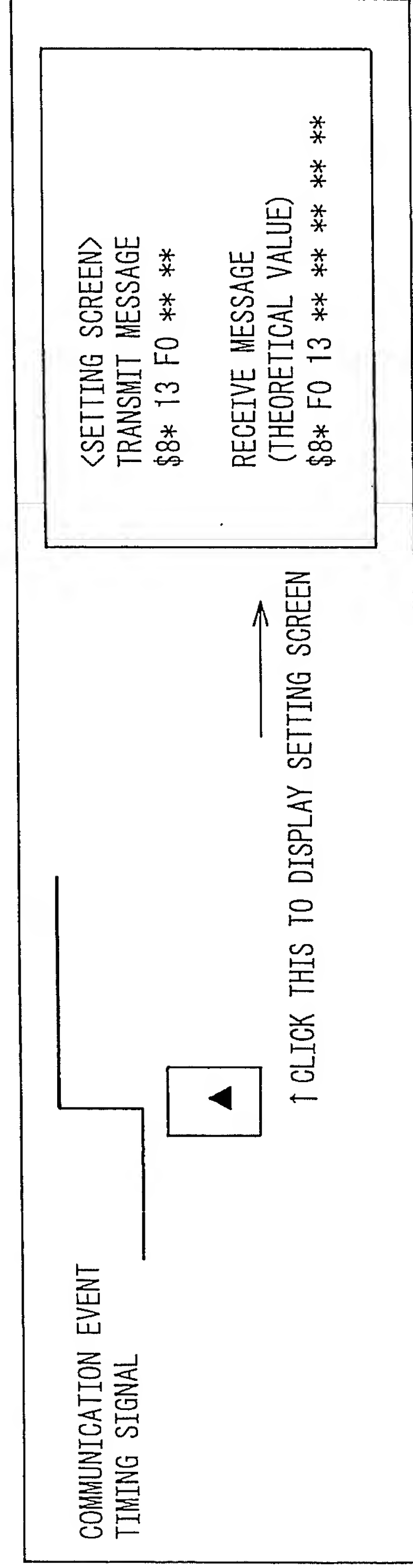


Fig.12

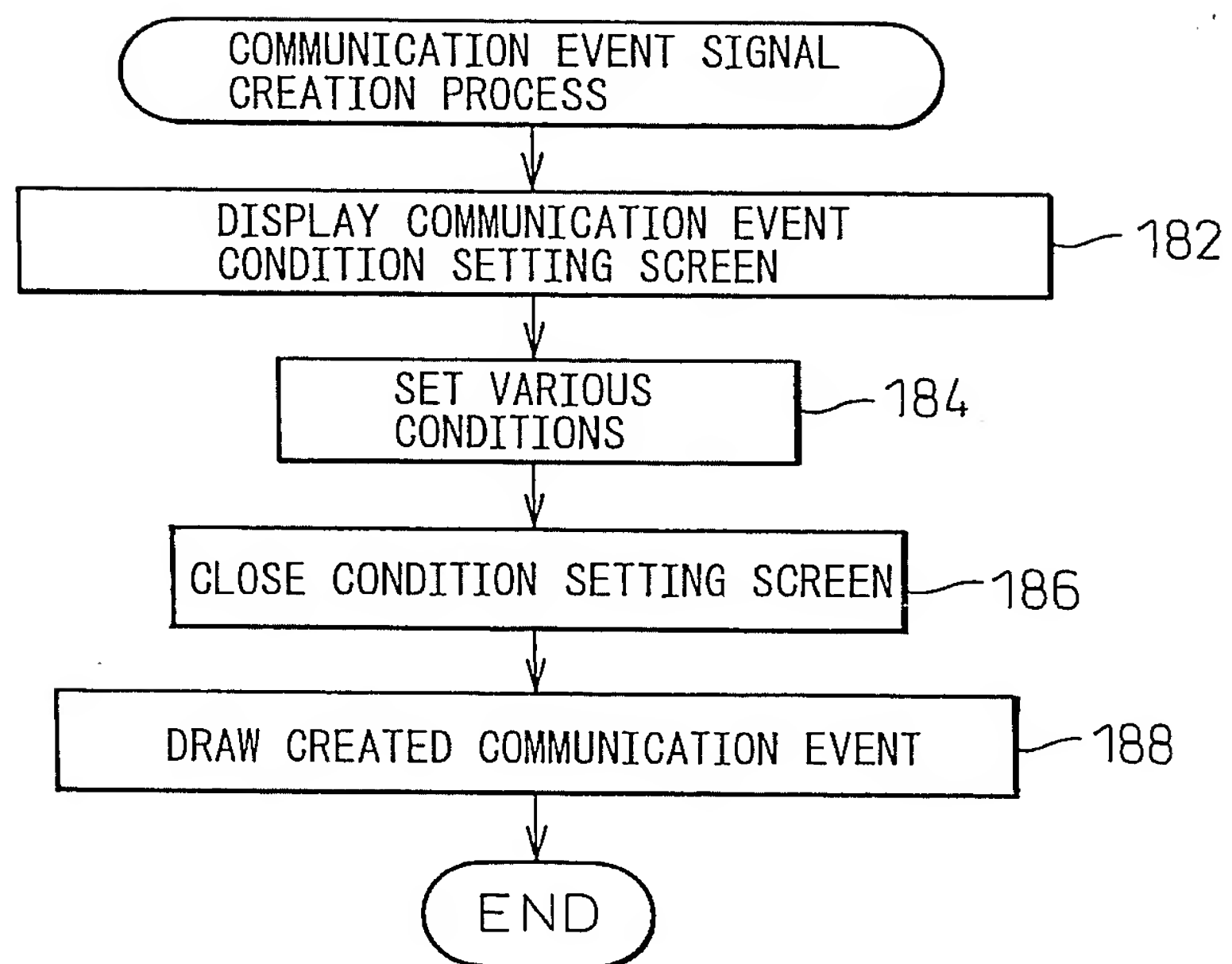


Fig.13

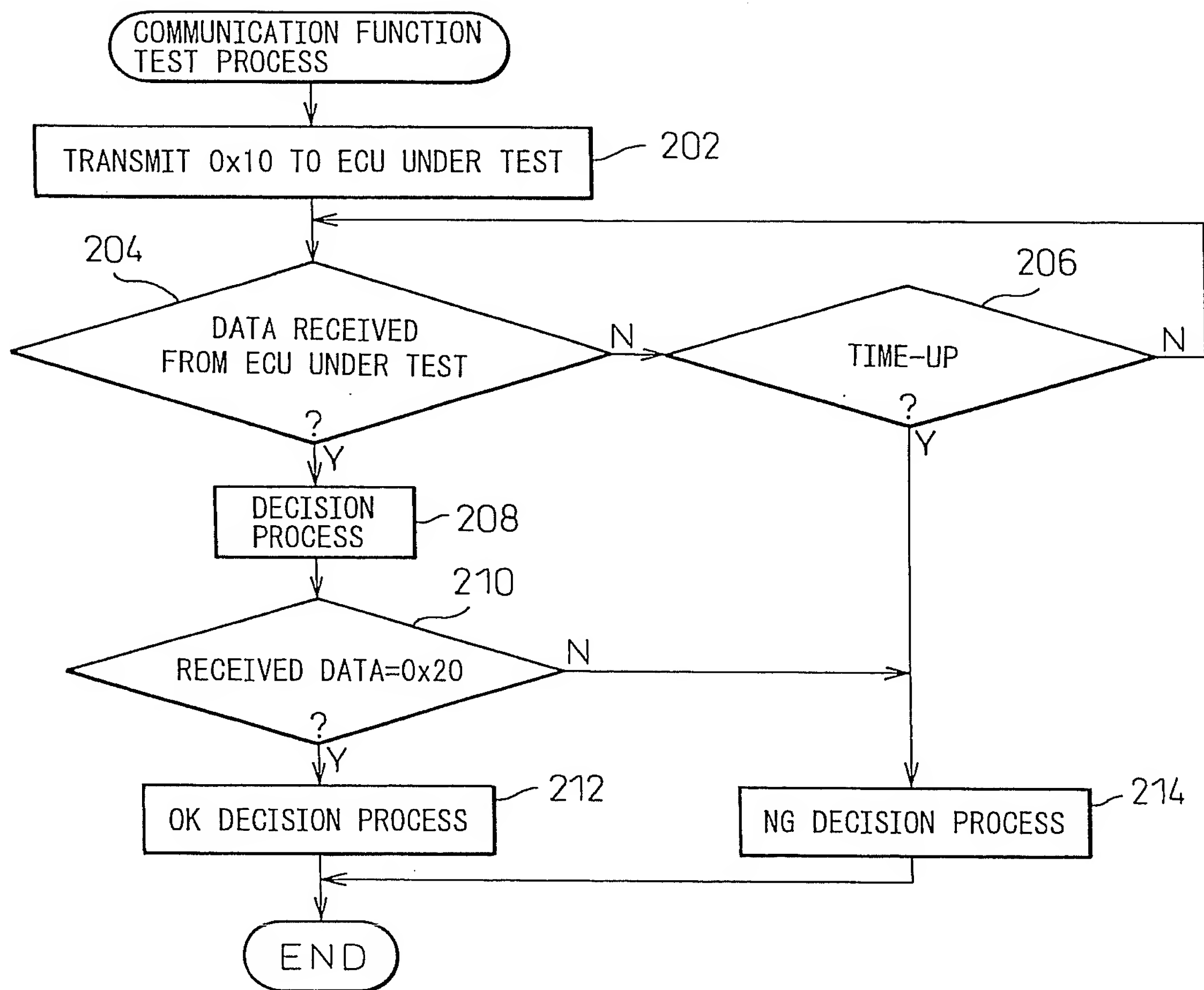


Fig.14

AUTOMATIC TEST PATTERN EDITOR

AUTOMATIC TEST PROJECT SETTING
FUNCTION(PARENT)
• PROJECT EDIT FUNCTION
• PROJECT STORE/READ FUNCTION

AUTOMATIC TEST PROJECT SETTING
FUNCTION(CHILD)
• PROJECT EDIT FUNCTION
• PROJECT STORE/READ FUNCTION

AUTOMATIC TEST PATTERN SETTING
FUNCTION
• PATTERN EDIT FUNCTION
• PATTERN STORE/READ FUNCTION

TRANSITION CONDITION SETTING
FUNCTION
• TRANSITION CONDITION
EDIT FUNCTION

SIMULATOR

AUTOMATIC TEST PATTERN
EXECUTING FUNCTION

AUTOMATIC TEST PATTERN
TRANSITION FUNCTION
• TRANSITION CONDITION
MONITORING FUNCTION
• PATTERN SWITCHING FUNCTION

Fig.15

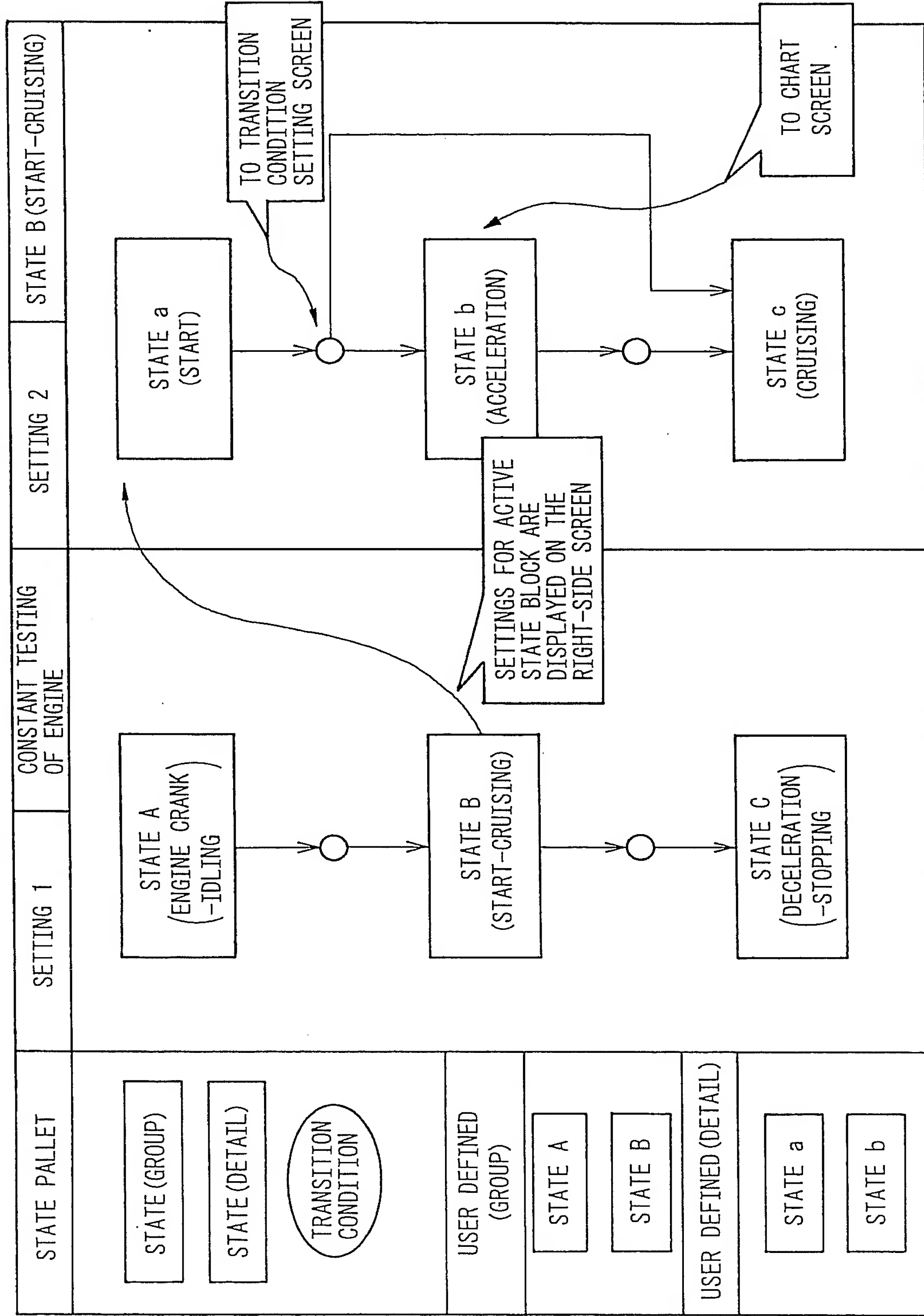


Fig.16

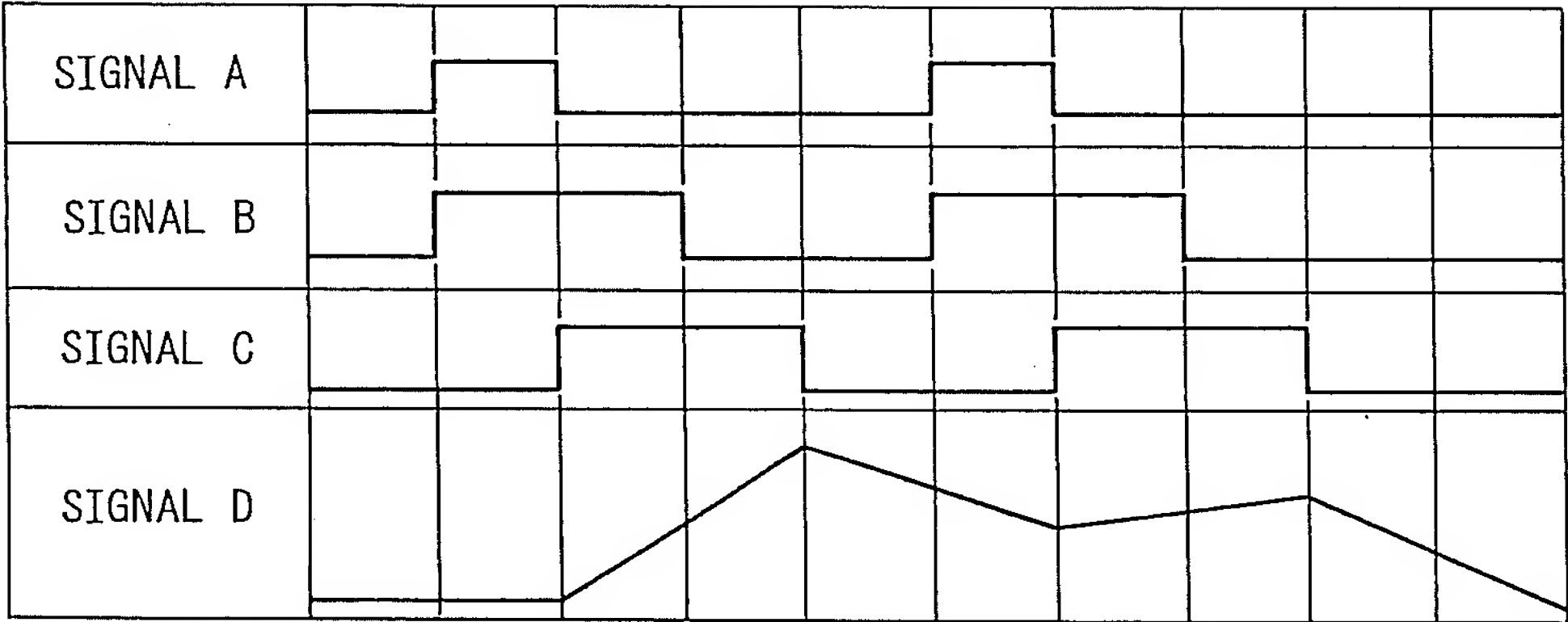


Fig.17

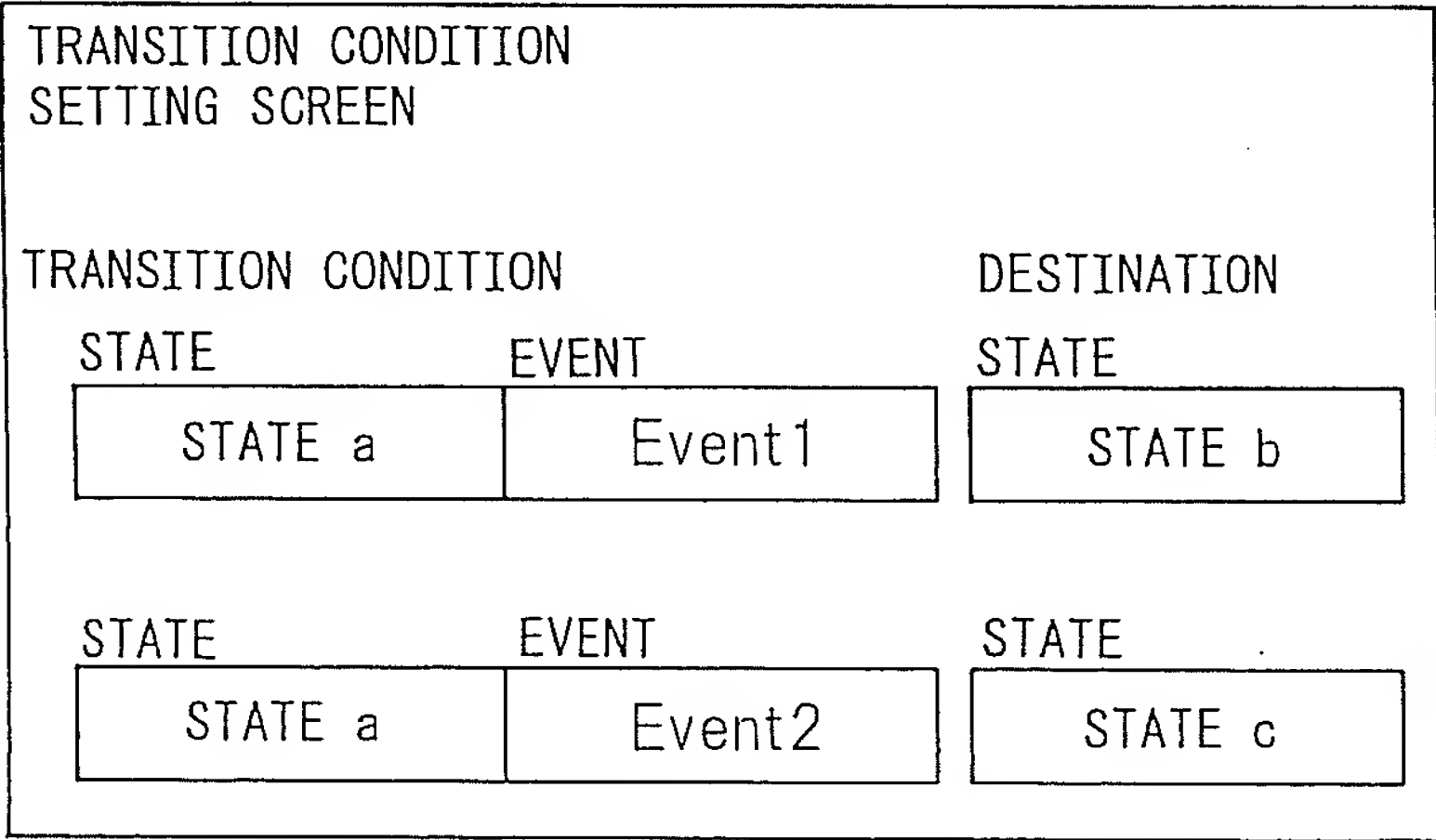


Fig.18

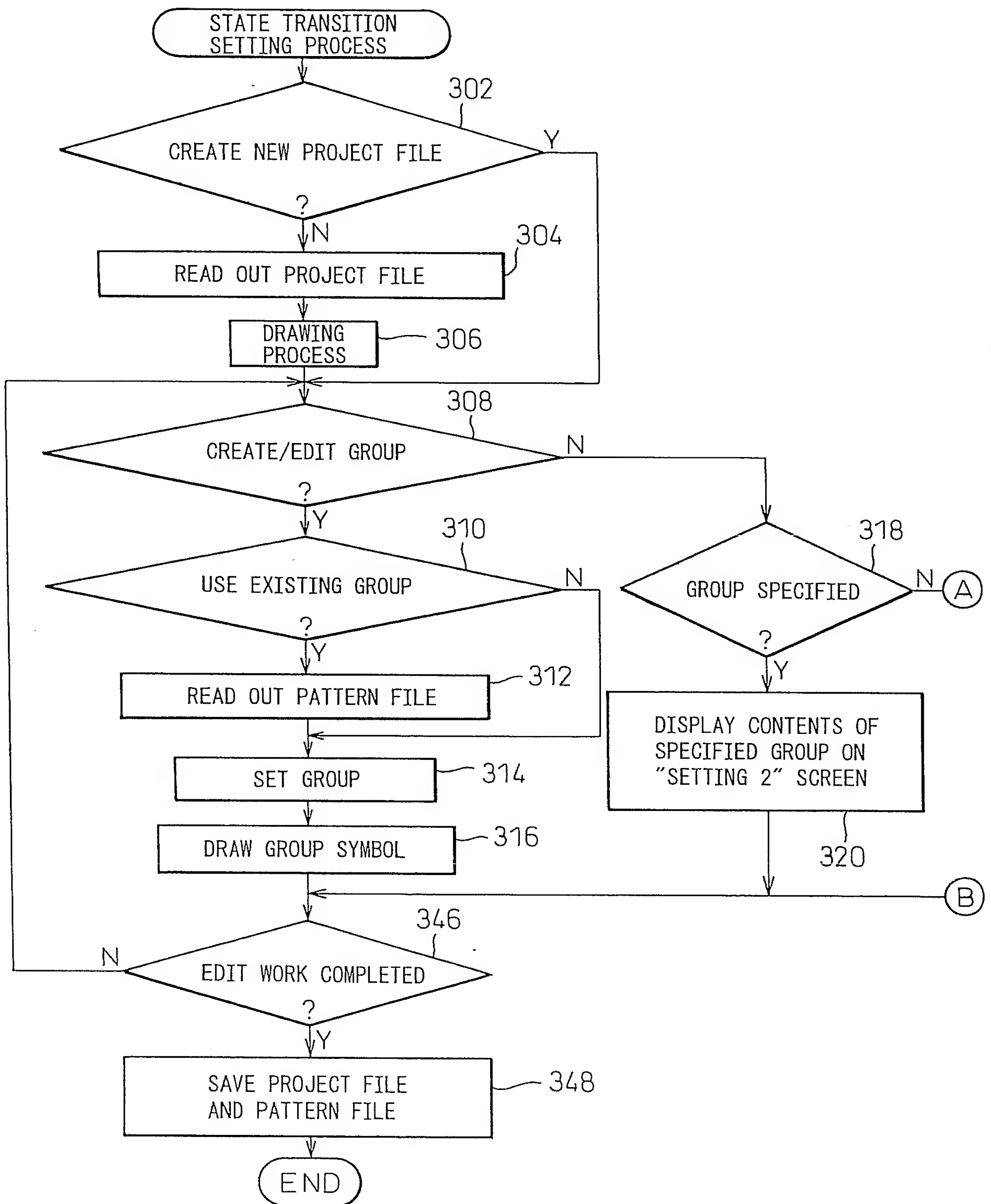


Fig.19

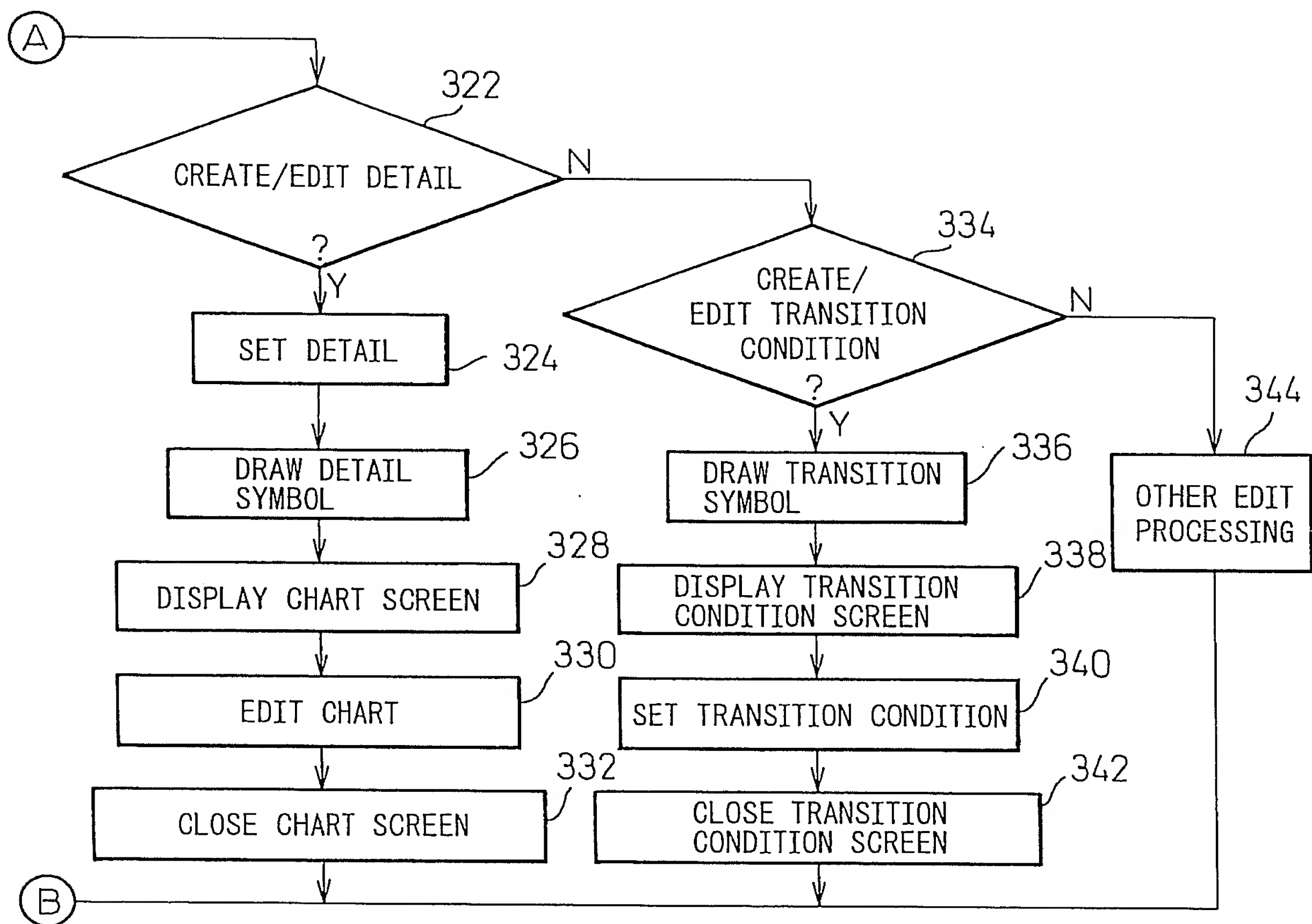


Fig.20

